NUS-NBCE-USA

BLAST CORPS™





INSTRUCTION BOOKLET

NINTENDO.64

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

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Official Nintendo Seal of Quality ®

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Thank you for selecting the Blast Corps™*Game Pak for your Nintendo 64® system.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Save this booklet for future reference.

KIDS TO ADULTS
Animated Violence

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

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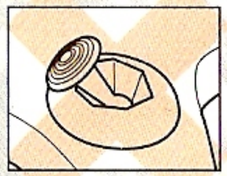
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THE NINTENDO 64 CONTROLLER™

Control Stick Function

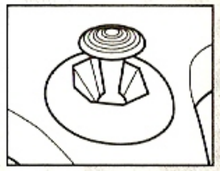
The Nintendo 64 Control Stick uses an analog system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the right) then press START while holding the L and R Buttons.



The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it. If you need assistance, contact Nintendo Consumer Assistance at 1-800-255-3700 or your nearest Nintendo Authorized Repair Center℠.

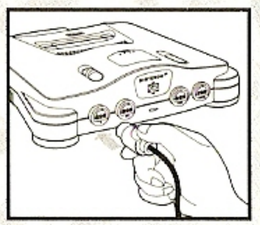
Holding The Controller

While playing Blast Corps, we recommend you use the hand positions as shown at right.



By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A, B or C Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z Button on the back of the controller.



Connecting The Nintendo 64 Controller

To play Blast Corps, you must connect a controller to Socket One, located on the front panel of the Control Deck.

If you change the connection during the game, you will need to either press RESET or turn the power OFF to make the new connection active.

* This game is designed for one player, so only one controller is needed.

NOTICE! USING THE N64 CONTROLLER PAK™ WITH BLAST CORPS WILL ENHANCE YOUR GAME PLAY EXPERIENCE!

Please carefully read and follow the information in the N64 Controller Pak instruction booklet.

The N64 Controller Pak is a portable memory cartridge for saving game data, controller button configurations, built up character attributes and more. After saving the game information in a N64 Controller Pak, you can download the information again later or bring your N64 Controller Pak with you and load your saved game information on any Nintendo 64 system.

Saving Information

When using a N64 Controller Pak with Blast Corps, you can save up to four individual games. Make sure that the N64 Controller Pak is correctly inserted in your Controller when you turn the power ON. The game automatically presents a selection screen, showing four game slots. Highlight the desired "empty" game slot using the Control Stick or +Control Pad, and press START to enter your name. After you have entered your name press START to confirm your entry and begin a new game.

Loading Information

Insert the N64 Controller Pak with the saved Blast Corps information on it. There are up to four game slots that can have information saved in them. Highlight a game slot that you want to load and press START. After you've confirmed your selection, start playing. To load a different slot, press RESET on the Control Deck, then select a different game slot.

Memory Management Screen

You can access the Memory Management screen by pressing and holding START, then turn ON your Nintendo 64 system. Continue to hold START until the Memory Management screen appears. This screen allows you to manage the information on your N64 Controller Pak. You may delete information to create additional space on your Controller Pak.On the Memory Management screen, highlight the file you want to delete and then press the A Buttin. To exit this screen, press the B Button.

NOTE: Depending on the available pages on your Controller Pak, you may save up to four games. Blast Corps uses a maximum of 56 pages of information on your Controllr Pak, 14 per game slot.

NOTE: Saved date may be erased if Reset is pressed , or if the Power is turned OFF during screen transitions.

NOTE: If no Controller Pak is inserted when attempting to access the Memory Management screen, you will be given the option to srase the data on the internal memory chip.

THE STORY

Blast Corps: Leaders in the field of heavy duty demolition through a combination of skill, experience and cutting-edge technology. Since its birth, the company has applied its unique talents to the problem of urban decay, renovating and revitalizing cities from one end of the country to the other. A far cry from the senseless warfare amidst which the seeds of the project were sown, in the heavy vehicle development bay at the military base called Rafters.

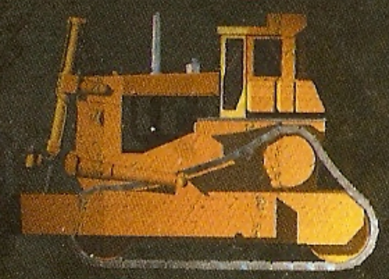
While demonstrating a great natural flair, the founding members of the team - Amber, Clark, Wesley and Spike - were never happy with the ultimate purpose of their machines. So when Wesley was cruelly rejected following the field accident that left him disabled, his friends finally rebelled and led the infamous Rafters Walkout. Blast Corps came into being soon after. That was five years ago. But now, in the present day, world peace is shattered as mankind faces crisis on a worldwide scale.

A pair of defective nuclear missiles, en route to a safe detonation site, have begun to leak. Badly damaged, the carrier automatically locks onto the most direct route. Bad memories resurface for the Blast Corps team when, summoned to their nation's defense, they find out where the warheads originated, a certain nearby military base. The flood of radiation prevents anyone from getting close to the runaway carrier, and people in the know fear that even the slightest jolt could trigger a catastrophic explosion. Standing as the world's final hope, Blast Corps must clear the way to ground zero. Gather a team of six elite scientists and ultimately counter the threat of nuclear winter.

RAMDOZER

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Sound horn
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu









BACKLASH

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Hold while turning to slide
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu







SKYFALL

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Timed turbo boost
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu



THUNDERFIST

A Button:	When running, press to somersault
B Button:	When running, press to somersault
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Same as A button
Control Stick:	Move in direction pressed
✚ Control Pad:	No function
START:	Pause/Options menu



CYCLONE SUIT

A Button:	Tumble while running
B Button:	Tumble while running
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	When running, press to tumble
Control Stick:	Move in direction pressed
✚ Control Pad:	No function
START:	Pause/Options menu



J-BOMB

A Button:	Activate jets
B Button:	Stomp
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Activate jets Press L Button to Stomp
Control Stick:	Move in the direction pressed
✚ Control Pad:	No function
START:	Pause/Options menu





BALLISTA

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Fire missiles
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu



SIDESWIPE

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Activate side punches
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu







RACECARS & VAN

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Sound horns
Control Stick:	Left/right turns vehicle
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu





POLICE CAR

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Sound siren
✚ Control Pad:	Left/right turns vehicle
START:	Pause/Options menu





TRAIN

A Button:	Move forwards
B Button:	Move backwards
Z Button:	Stop and exit vehicle
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Sound whistle
Control Stick:	No function
✚ Control Pad:	No function
START:	Pause/Options menu









PLATFORM CRANE

A Button:	Move platform out
B Button:	Move platform in
Z Button:	Exit crane
C ▲ Button:	Zoom camera in
C ▼ Button:	Zoom camera out
C ◄ Button:	Rotate camera left
C ► Button:	Rotate camera right
L/R Buttons:	Raise/lower platform
Control Stick:	Left/right moves crane left/right
✚ Control Pad:	Left/right moves crane left/right
START:	Pause/Options menu

WORLD SCREEN



- Green circles mean you've not found all Communication Points
- Red circles mean you've found all Communication Points
- Shows the vehicle(s) used in the level
- Little circles are training and bonus areas and show the commendation you've earned
- Big circles are main levels and show the commendation you've earned

INFORMATION SCREEN



- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Commendation for clearing the path
- Commendation for destroyed and found items
- Number of communication points activated
- Name, Rank, Number of commendations

VIEW STATS SCREEN



- Number and percent of buildings destroyed
- Number and percent of survivors rescued
- Dollar amount of damage
- Number and percent of RDUs found
- Time spent in the level

ITEMS OF INTEREST

• RDU

Radiation Dispersal Unit. These things are triggered remotely as you drive by. They can be used for guidance as well as radiation dispersal.

• SURVIVORS

Survivors escape when the walls around them are destroyed. The Blast Corps chopper will swoop in to pick them up.

• TNT

These crates can be pushed around, but they won't be stable for long.

• COMMUNICATION POINTS

Communication Points allow you to make contact with Headquarters. When activated, they break open valuable new training levels. You can access these levels from the World Screen.

• BLAST CORPS SEMI

The semi at the end of the level allows you to exit after completely clearing path for the reactor.

RANK & PROMOTION

You'll receive periodic promotions depending on the number and type of commendations you earn. You can earn Gold, Silver and Bronze commendations. A Gold commendation is worth three rank points, Silver is worth two and Bronze is worth one. One Gold commendation is given per level for path clearance: The second requires all survivors, RDUs and total destruction.

When you've earned 12 rank points, you will receive a Blast Corps promotion. There are 31 different Blast Corps Ranks. Here's a list of the first 10:

ROOKIE WRECKER
TRAINED CRUSHER
EXPERIENCED RAVAGER
DECORATED DAMAGER
PROFESSIONAL RAZER
EXPERT DESTROYER
GIFTED RUINER
ACCOMPLISHED CONQUEROR
MASTER DESPOILER
DEMOLITION FANATIC

N64 CONTROLLER PAK

Using a Controller Pak with your Blast Corps game allows many game play advantages. You can save up to four game play files versus saving one file without a Controller Pak. In addition, the Controller Pak saves the best times accomplished with each vehicle in the bonus levels. Another feature that the Controller Pak offers you is the Guest Player mode. This mode allows players at the same stage of game play to access each other's bonus and main levels. Simply highlight the "stop watch" on the Information Screen and press the A Button. Use the L/R Buttons to highlight the desired player, and press the A Button to become a Guest Player. Using a Controller Pak also allows you to save 100% of your game information. If you are not using a Controller Pak, and you re-enter a level, some buildings and RDU's may reappear. As you can see, using a Controller Pak with your Blast Corps game, you can access unique game play options otherwise not available.

IMPORTANT:

REV - B

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1-800-255-3700 (U.S. and Canada)
Or your local authorized Nintendo retailer.

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REV - I

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You may need only simple instructions to correct any problem with your product. Call the Consumer Assistance Hotline at 1-800-255-3700 rather than going to your retailer. Hours of operation are 6 a.m. to 9 p.m., Pacific Time, Monday - Saturday, and 6 a.m. to 7 p.m., Pacific Time, on Sundays (times subject to change). If the problem cannot be solved over the telephone, you will be referred to the nearest NINTENDO AUTHORIZED REPAIR CENTER℠ or you will be offered express factory service through Nintendo. In some instances, it may be necessary for you to ship the complete product, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to the nearest service location.

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THIS WARRANTY SHALL NOT APPLY IF THIS PRODUCT: (a) IS USED WITH PRODUCTS NOT SOLD OR LICENSED BY NINTENDO (INCLUDING, BUT NOT LIMITED TO, NON-LICENSED GAME ENHANCEMENT DEVICES, ADAPTERS, AND POWER SUPPLY DEVICES); (b) IS USED FOR COMMERCIAL PURPOSES (INCLUDING RENTAL) OR IS MODIFIED OR TAMPERED WITH; (c) IS DAMAGED BY NEGLIGENCE, ACCIDENT, UNREASONABLE USE, OR BY OTHER CAUSES UNRELATED TO DEFECTIVE MATERIALS OR WORKMANSHIP; OR (d) HAS HAD THE SERIAL NUMBER ALTERED, DEFACED, OR REMOVED.

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This warranty is valid only in the United States.

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MAINTENANCE, OR SERVICE?



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